



iPads *for* Learning

# Getting Started

Classroom ideas for learning with the iPad

Resource booklet for schools



*In their hands*

Published by Student Learning Division for the  
Department of Education and Early Childhood  
Development

Melbourne, January 2011

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# Introduction

1-to-1 is about learning, not technology. Students need a curriculum that meets the demands of an increasingly globalised and interconnected world in the 21st century.

The advent of Web 2.0, combined with a range of new technologies, enables teachers to create learning and teaching opportunities that develop the knowledge, skills and behaviours that students require in order to live, learn and work in the 21st century.

ICT-rich learning and teaching opportunities can increase student participation, engagement and achievement, and enable students to connect with experts and with other learners anywhere in the world.



# Integrating 1-to-1 devices

Becta's (2009) research demonstrates there is a strong body of evidence to suggest that digital technologies can have a positive impact on learners.

Specifically, research shows that integrating digital technologies into the learning environment and embedding these technologies into teacher pedagogical practice can:

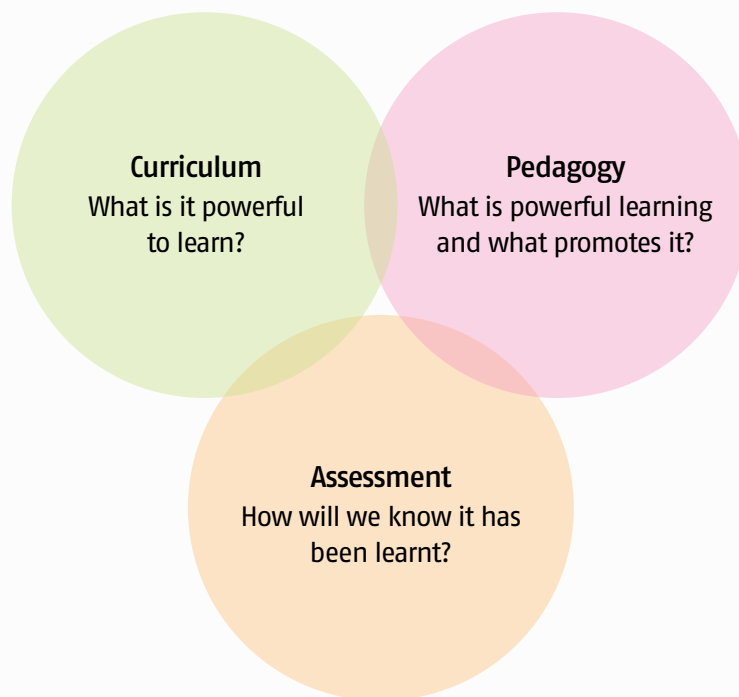
- positively impact on student engagement and motivation, including improving their confidence levels, attitudes towards their own learning, and behaviour as well as decreasing absenteeism
- promote improved opportunities for students to control the construction of knowledge and to learn through collaboration and conversation, and
- improve connections across sites of learning, and with the real world, through formal and informal online networks and access to global communities with expertise and perspectives that can enhance and enrich learning.

<http://publications.becta.org.uk/display.cfm?resID=41343>

This model shows a way of thinking about student learning that links curriculum, pedagogy and assessment. These links are important when considering the potential of 1-to-1 learning in the classroom.

New thinking about content, curriculum planning and pedagogy may be needed in order to exploit the full potential of 1-to-1 learning.

*We should not be mapping the use of new technologies onto old curricula, rather, we need to rethink our curricula and pedagogies in the light of the impact that we know technologies can have on learning and meaning-making in contemporary times (Yelland, 2007).*

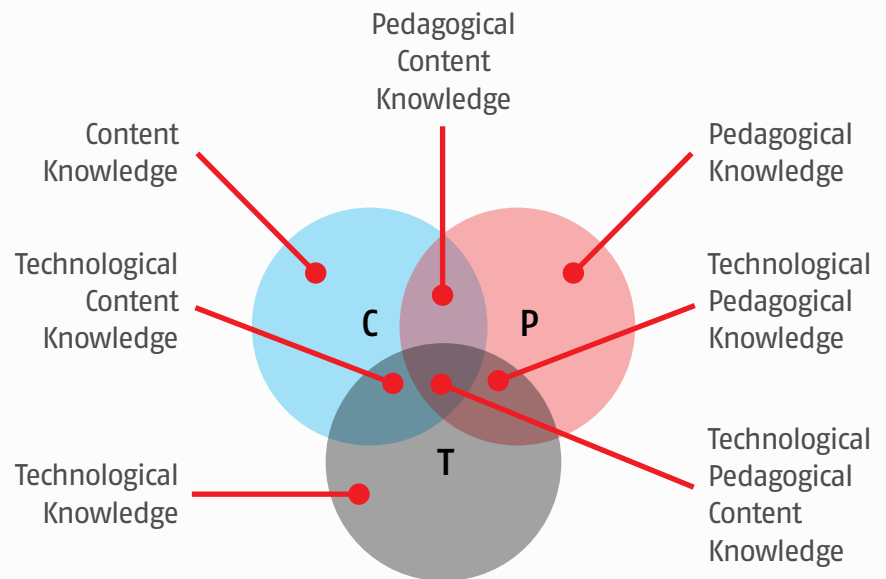






## TPCK Model

The TPCK (Technological Pedagogical Content Knowledge) model helps us think about how to develop technological pedagogical content knowledge. TPCK endeavours to capture some of the vital qualities of knowledge required by teachers for technology integration in their teaching. The approach sees three knowledge bases in isolation and highlights the new kinds of knowledge that lie at the intersections between them.



You can learn more about this model at the website:

[http://tpck.org/tpck/index.php?title=TPCK\\_-\\_Technological\\_Pedagogical\\_Content\\_Knowledge](http://tpck.org/tpck/index.php?title=TPCK_-_Technological_Pedagogical_Content_Knowledge)

# How to use this resource

iPads for learning is a professional inquiry for teachers

How can I integrate iPads to support powerful learning in my classroom?

How can using an iPad change the way I teach?

How can I ensure that the way I teach with ICT promotes deep learning?

How can I increase my skills when using the device and applications?

How can I ensure ICT is integral to my teaching and learning program?

*These questions aim to challenge teachers thinking about curriculum planning and implementation. It is not intended that teachers work through this handbook systematically.*

*Rather, teachers can use it as a springboard to stimulate thinking, try ideas out in the classroom and share them with colleagues.*

*This publication provides a range of practical learning and teaching ideas to support the introduction of iPads in schools.*

In a classroom with 1-to-1 devices (e.g. iPads, netbooks, notebooks), contemporary ways of learning can be optimised.

Students can be supported to:

- think, analyse and construct knowledge
- share and report back information through personal and collaborative spaces
- create avatars (icons which represent the user and his/her characteristics in the online world), movies, animations, podcasts
- evaluate and share opinions on apps
- discover and download information that interests them through detailed and advanced searches
- access distant experts, collaboration, mentors, communities of practice, shared virtual environments
- develop constantly as they respond to and develop new ways of learning as new opportunities arise.



## Activities and ideas included in this resource

### Shaping my thinking

The purpose of this section is to present a series of questions to help teachers reflect on the values and beliefs that underpin their learning and teaching practice. Some suggested uses for this section are:



Shaping my thinking

- as conversation starters for Professional Learning Teams
- as foci for peer-coaching sessions
- for reference when planning curriculum.

### Ready, Set, Go!

Activities and resources that can readily be used in the classroom:



- **Working safely and responsibly using technologies** provides resources to highlight safe and responsible use of digital technologies
- **Begin your apprenticeship** provides a list of applications (apps) suggested for classroom use, and notes on what each app can do
- **Why not try?** Classroom ideas for you to try tomorrow are activities using a range of apps
- **Collaborating online**
- **What worked for you?**
- **Changing learning and teaching** Consider new learning opportunities you can plan and tips for classroom organisation.

All teachers are invited to share their learning and teaching ideas for incorporating 1-to-1 learning into their classrooms, and how they are using iPads for learning.





## Shaping my thinking

# Shaping my thinking

## My values and beliefs

How will iPads make my students happier?

How will iPads make my students smarter?

What will my students find useful about having an iPad?

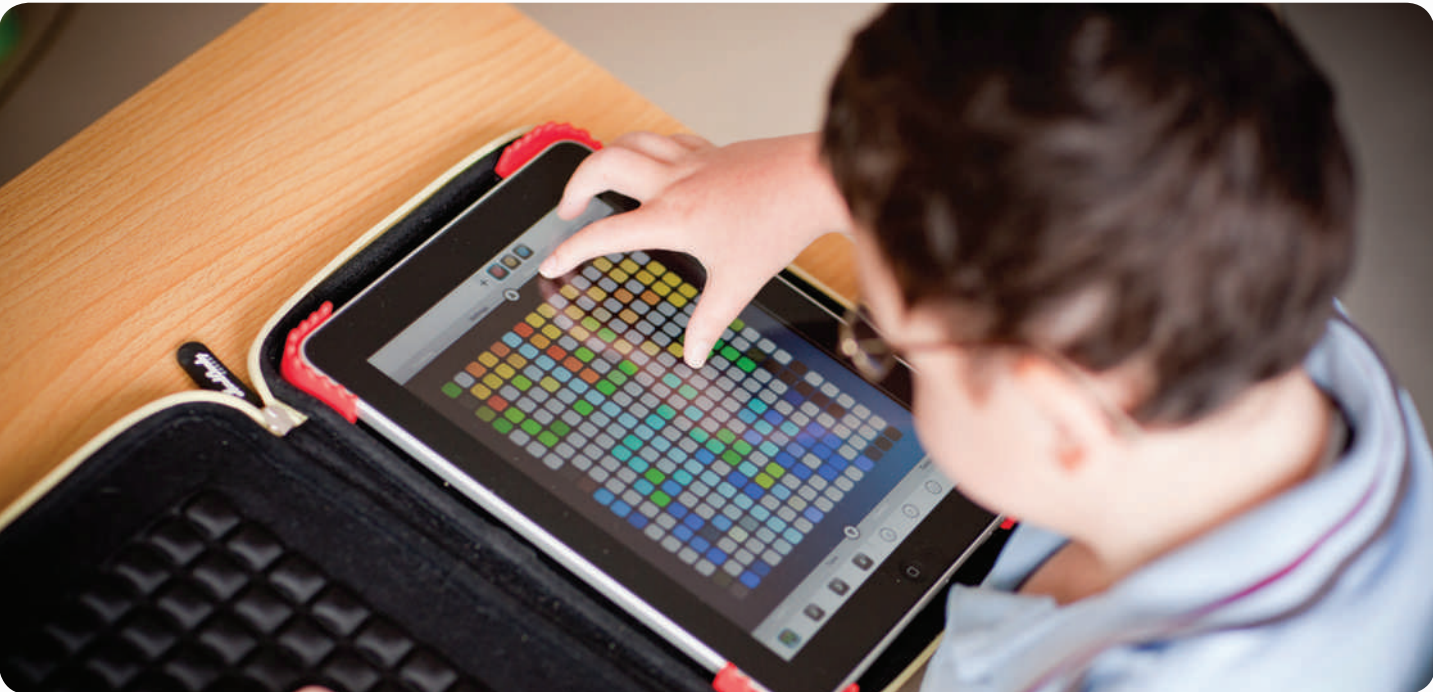
### Purpose

These questions are intended to help principals and teachers reflect on the values and beliefs that underpin a 1-to-1 learning program. Some suggested uses for 'Shaping my thinking' include:

- 'conversation starters' for Professional Learning Teams
- as foci for peer- coaching sessions, or
- for reference when planning curriculum.
- Where can I start?
- How can I take my successful classroom strategies (what's working now) and use them to create a new way of working with 1-to-1 devices such as the iPad?

Questions to consider	Links for further information
What are my values and beliefs about student learning? What are my values and beliefs about the role of ICT in learning and teaching?	Curriculum Planning Guidelines: <a href="http://www.education.vic.gov.au/studentlearning/curriculum/preptoyear10/guidelines/default.htm">http://www.education.vic.gov.au/studentlearning/curriculum/preptoyear10/guidelines/default.htm</a>  Curriculum Planning Modules: <a href="http://www.education.vic.gov.au/studentlearning/curriculum/preptoyear10/modules/default.htm">http://www.education.vic.gov.au/studentlearning/curriculum/preptoyear10/modules/default.htm</a>
<b>Students</b> How do I involve students in curriculum planning? Ask students: <ul style="list-style-type: none"> <li>• What should teachers know about you?</li> <li>• What is important for you to learn?</li> <li>• How do you learn best?</li> <li>• How do you want to be assessed?</li> <li>• How can the Ultranet benefit your learning?</li> <li>• How can I best harness students' enthusiasm for iPads?</li> <li>• How can I build on the ICT skills, interests and experiences of students to optimise learning in my classroom?</li> </ul>	Curriculum Planning Modules – Facilitator's advice: <a href="http://www.education.vic.gov.au/studentlearning/curriculum/preptoyear10/modules/default.htm">http://www.education.vic.gov.au/studentlearning/curriculum/preptoyear10/modules/default.htm</a>

Questions to consider	Links for further information
<p><b>Learning and Teaching</b></p> <ul style="list-style-type: none"><li>• How does my current teaching reflect the capabilities described in the e<sup>5</sup> Instructional Model?</li><li>• How does my teaching framework – my values, beliefs and classroom practice – reflect 21st century learning?</li><li>• How does it reflect the 'Principles of Learning and Teaching P–12'?</li></ul>	<p>e<sup>5</sup> Instructional Model <a href="http://www.education.vic.gov.au/proflearning/e5/">http://www.education.vic.gov.au/proflearning/e5/</a></p> <p>Principles of Learning and Teaching P–12: <a href="http://www.education.vic.gov.au/studentlearning/teachingprinciples/principles/default.htm">http://www.education.vic.gov.au/studentlearning/teachingprinciples/principles/default.htm</a></p> <p>Beyond Bloom – A New Version of the Cognitive Taxonomy: <a href="http://www.uwsp.edu/education/lwilson/curriculum/newtaxonomy.htm">http://www.uwsp.edu/education/lwilson/curriculum/newtaxonomy.htm</a></p> <p>Challenge Based Learning: <a href="http://ali.apple.com/cbl/">http://ali.apple.com/cbl/</a></p>



Questions to consider	Links for further information
<p><b>Learning and teaching</b></p> <ul style="list-style-type: none"> <li>• What does my current pedagogy look like? (How do I teach?)</li> <li>• What does it look like when I am teaching with ICT?</li> <li>• How does it embed the e<sup>5</sup> capabilities?</li> <li>• How might it look in my 1-to-1 classroom?</li> <li>• What is the potential for powerful learning in a 1-to-1 classroom?</li> <li>• What are my curriculum planning practices?</li> <li>• How do they reflect the integration of ICT?</li> <li>• How might they need to change to reflect learning and teaching with 1-to-1?</li> <li>• What are my assessment practices?</li> <li>• How do they reflect the integration of ICT?</li> <li>• How might they need to change to reflect learning and teaching with 1-to-1?</li> <li>• What learning and teaching strategies do I currently use to support the development of higher-order thinking?</li> <li>• What existing learning and teaching resources do I have (right now!) which I use regularly and will readily support a 1-to-1 environment?</li> <li>• What existing learning and teaching resources am I aware of (but not using regularly) that can support a 1-to-1 environment?</li> <li>• How could I use the Ultranet to improve the quality of students' learning?</li> <li>• What processes for permissions and protocols for intellectual property including copyright, and safe and responsible use of the internet are in place and followed across the school?</li> <li>• How might these need to be updated to reflect 1-to-1 learning?</li> <li>• How can we keep students and parents informed of new processes?</li> <li>• What do/can I do to support students to connect, collaborate or create?</li> </ul>	<p>Victorian Essential Learning Standards  <a href="http://vels.vcaa.vic.edu.au/index.html">http://vels.vcaa.vic.edu.au/index.html</a></p> <p>Victorian Curriculum and Assessment Authority  <a href="http://www.vcaa.vic.edu.au">http://www.vcaa.vic.edu.au</a></p> <p>Bloom's Digital Taxonomy:  <a href="http://edorigami.wikispaces.com/Bloom%27s+Digital+Taxonomy">http://edorigami.wikispaces.com/Bloom%27s+Digital+Taxonomy</a></p> <p>Classroom Instruction That Works:  <a href="http://www.middleweb.com/MWLresources/marzchat1.html">http://www.middleweb.com/MWLresources/marzchat1.html</a></p> <p>What makes a good inquiry unit?  <a href="http://www.eqa.edu.au/site/whatmakesagoodinquiry.html">http://www.eqa.edu.au/site/whatmakesagoodinquiry.html</a></p> <p>Curriculum Planning:  <a href="http://www.education.vic.gov.au/studentlearning/">http://www.education.vic.gov.au/studentlearning/</a></p> <p>Intel® Teach Unit Plans:  <a href="http://educate.intel.com/au/ProjectDesign/UnitPlans/index.htm">http://educate.intel.com/au/ProjectDesign/UnitPlans/index.htm</a></p> <p>ICT Domain:  <a href="http://www.education.vic.gov.au/studentlearning/teachingresources/ict/default.htm">http://www.education.vic.gov.au/studentlearning/teachingresources/ict/default.htm</a></p> <p>Cybersafety:  <a href="http://www.education.vic.gov.au/cybersafety">http://www.education.vic.gov.au/cybersafety</a></p> <p>Smartcopying:  <a href="http://www.smartcopying.edu.au/scw/go">http://www.smartcopying.edu.au/scw/go</a></p>



Questions to consider	Links for further information
<p><b>Professional Learning</b></p> <ul style="list-style-type: none"><li>• What existing ICT skills and understandings do I have which are readily applicable to 1-to-1 learning?</li><li>• How can the use of ICT support development of my e<sup>5</sup> capabilities?</li><li>• For each of the e<sup>5</sup> domains, where am I at?</li><li>• What skills and understandings do I need to develop?</li><li>• Have I reviewed my ICT capabilities on the ePotential continuum?</li><li>• What are my ICT professional goals?</li></ul>	<p>ePotential ICT Capabilities Resource: <a href="http://epotential.education.vic.gov.au/">http://epotential.education.vic.gov.au/</a></p> <p>e<sup>5</sup> Instructional Model <a href="http://www.education.vic.gov.au/proflearning/e5/">http://www.education.vic.gov.au/proflearning/e5/</a></p>





## Shaping my thinking

# Shaping my thinking

## K-W-H-L chart – iPads for learning

Write down what you **KNOW** about learning and teaching with 1-to-1 devices such as the iPad in the **K** box. Then write down what you **WANT** to know about learning and teaching with 1-to-1 devices in the **W** box. In the **H** box, write down **HOW** you found the information. Complete the **L** box to show what you have **LEARNED** about learning and teaching with 1-to-1 devices.

What do I **KNOW** about learning and teaching with iPads and other 1-to-1 devices?

K

What do I **WANT** to find out about learning and teaching with iPads and other 1-to-1 devices?

W

H

**HOW** will I find this information out?

L

What have I **LEARNED** about learning and teaching with iPads and other 1-to-1 devices?

Ready

Set

Go

**How can I regularly integrate a focus on using the internet safely and responsibly in my classroom program?**

**How can these cybersafety processes be reinforced through our home-school partnerships?**

## Ready, Set, Go!

Working safely and responsibly using technologies

### Cybersafe classrooms

The internet offers enormous benefits for learning, teaching and socialising. Web 2.0 technologies offer great opportunities for students and teachers to contribute to the web. Blogs, personal spaces such as MySpace and Facebook and instant messaging tools such as Messenger are now part of students' life on the web.

Students can:

- virtually explore the world online
- visit museums and libraries around the world
- access rich, multimedia information resources to support research and investigations
- connect, communicate and collaborate with people all over the world
- create and publish to the web.

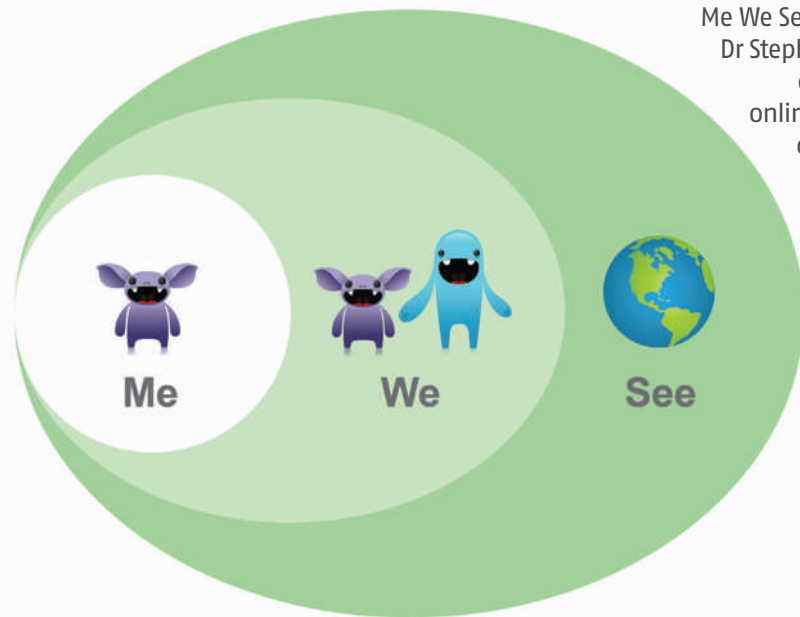




The wireless capacity of 1-to-1 devices such as the iPad will enable students to access the internet for information and research and to connect with their peers for communication and collaboration. With this increased capacity to connect comes an increased need for students to understand the ethical and legal (including privacy and copyright) considerations for safe and responsible behaviour online.

Teachers are strongly encouraged to familiarise themselves with the resources available at this site [www.education.vic.gov.au/cybersafety](http://www.education.vic.gov.au/cybersafety) and to highlight safe and responsible use of the internet as a regular part of their learning and teaching program.

## Me We See



Me We See is based on Dr Stephen Heppell's description of online spaces and communities.

When we publish or share work with digital technologies we need to consider who sees it.

Me We See is a simple description of the spaces that we can work in.

- **Me** is a personal, private space, only you can see such as on your iPad or netbook.
- **We** is a community space that is secure; you know the members and you have an identity known to others. We spaces include the Ultranet or school intranets.
- **See** is a space that will give you a world-wide audience and includes spaces such as websites and YouTube.



## What does it mean to be safe online?

For students behaving safely online means:

- protecting their own privacy and personal information
- selecting appropriate spaces to work in and contribute to
- protecting the privacy of others (this can be sharing personal information or images)
- being proactive in letting someone know if there is something not quite right. At home this would be a parent or guardian, at school a teacher
- these principles of safety and responsibility are not specific to the web but certainly apply to the use of internet at home and school. Just as in the real world, the virtual world of the internet involves some risks. Schools need positive strategies that help to minimise these risks.

## The role of schools

Schools have an important role in preparing students for these online communities, even though students may not access some online communities at school (e.g. MySpace and Facebook).

Students and teachers in all Victorian government schools have access to the Ultranet.

It is essential that teachers incorporate safe and responsible online behaviours as part of any lesson using the internet and Victoria's Ultranet. Being involved in online spaces requires students to behave responsibly – for themselves and others.

This includes:

- the language they use and the things they write and say
- how they treat others
- respecting people's property (e.g. copyright)
- visiting appropriate places.



## Resources

### Learning On Line

<http://www.education.vic.gov.au/management/elearningsupportservices/www/default.htm>

Provides advice for schools on cybersafety and the responsible use of digital technologies.

### My Digital World

<http://www.education.vic.gov.au/management/elearningsupportservices/www/educate/tchlearn.htm>

Provides teaching ideas for safe and responsible use of digital technologies.

### Smartcopying – Students and copyright

<http://www.smartcopying.edu.au/scw/go/pid/1016>

Information about copyright in simple-to-understand language.







# Ready, Set, Go!





## Begin your *apprenticeship*

An app (short for application) is a program that can be downloaded onto your iPad via the iTunes store – located on your computer or iPad – either by syncing or with wireless networks. There are also web apps which can be accessed through Safari, the web browser on your iPad. Explore the apps available on the iPad.

1. Start with the apps that come bundled with iPad.
2. Then branch out and take the Department selected apps for a test drive (purchased with the gift cards).
3. Browse the app store through iTunes on your Mac or PC (or directly on the iPad) and download some apps that match your interests: perhaps you're a keen artist or photographer and want to use the iPad to digitally create, manipulate or enhance your images, or perhaps you'd like to learn a musical instrument, there are dozens of apps to help.

Dive right in and see what's possible – with over 300 000 apps there will be many apps to help you and your students think, learn and create.

Bundled apps	What can you use it for?
 <b>Safari</b>	Safari is the iPad's web browser. It allows you to view complete web pages as they would appear on a standard computer. You can zoom into text or images easily for a closer look. You can have multiple pages and/or sites open at once using "tabbed" browsing. Text and images can be copied for use in other apps.
 <b>Mail</b>	Mail is an email app that allows you to access and manage all of your email. It will allow you to manage multiple email accounts e.g. you can sync your EduMail account to it, and also attach a Gmail or Yahoo account. Mail works closely with the Contacts and Calendar apps to make sure you are always organised.
 <b>Photos</b>	The Photos app organises all of the images on your iPad. You can create impressive looking slideshows from directly within the app. When an image is selected you can email it to someone, set it as wallpaper for your iPad, or 'copy' it for use in another app.
 <b>iPod</b>	The iPad is also a fully featured digital media player. The iPod app allows you to play your music, download and listen to podcasts and audiobooks.

Bundled apps	What can you use it for?
	<p><b>Maps</b></p> <p>Maps draws on Google Maps to provide digital maps and satellite images of almost anywhere. Great for Humanities projects, or just taking a look at what your home looks like from space!</p>
	<p><b>Notes</b></p> <p>Simple word processing and note-taking can be done using the Notes app and the onscreen keyboard. Notes can be synced via iTunes to your computer, or emailed to yourself for further polishing in a word processor such as MS Word, or Apple Pages (Pages is also available as an iPad app allowing a fully featured word processor on the iPad).</p>
	<p><b>Calendar</b></p> <p>The Calendar app has the look and feel of a traditional desktop calendar, with the added bonus of being able to view day, week or month to a page. Entries made on the calendar can be set to automatically sync to an email account (such as your EduMail account).</p>
	<p><b>YouTube</b></p> <p>The YouTube app brings to the iPad all of the rich learning resources that have been shared on YouTube. Need to learn how to use Photoshop – YouTube it! Want to bake the perfect souffle – check out a step-by-step video on YouTube!</p> <p><i>YouTube may not be available in your school.</i></p>

## Selected apps

**A range of apps have been selected to get you started...**

On the following pages you will find a selection of apps designed to get students connecting, communicating and creating.

The Department selected apps build on the functionality of the iPad by providing a variety of tools for students and teachers to access to enhance their learning.

As part of the iPad for Learning trial, these selected apps will be explored to determine their teaching and learning potential. In addition, the trial will investigate their accessibility in a range of learning environments.

The apps are arranged into broad categories to provide a starting point for thinking about how they might be used by students, however many of the apps have multiple uses across a number of VELs domains.




Categories in the app selection:

- Personal/Organisational
- Collaborative/Visualising Thinking
- Creativity/Multimedia
- Arts
- Mathematics
- English
- Science
- Humanities
- News.

**You will find further information on how to load and manage these (and any other appropriate apps) via iTunes in the *iPad Quick Start Guide*.**









## Selected apps






Personal/ Organisational apps	What can you use it for?
	<b>Bento</b> Bento is a personal database app. It allows you to organise all sorts of things: manage a project; track assignments; plan events; create a database of your students to make assessment time easier.
	<b>Todo for iPad</b> Todo is your personal planner, task manager and to-do list. Tasks can be synced with iCal or Outlook. This would make a great app for teachers to use as their work program or for students to use to keep track of projects and milestones.
	<b>Good Reader</b> Good Reader is a file transfer and reader app. Transfer files over wifi, or by syncing to iTunes and access PDF, DOC, PPT, XLS, audio and video files.



## Selected apps

Collaborative/Visualising Thinking apps		What can you use it for?
	<b>Corkulous</b>	Corkulous is an idea board for the iPad. It allows you to collect, organise and share ideas using a virtual corkboard. You can place, arrange and rearrange notes, labels, photos, contacts, tasks, ideas, etc. The ideal tool for brainstorming activities.
	<b>popplet</b>	Popplet is the ideal app for sharing visual ideas; a place to collect and curate ideas. Use Popplet to: collect inspirational ideas; create galleries; record your thoughts; explore ideas.
	<b>iDraft</b>	iDraft is a drawing pad app with a few extra features. Lines drawn are touch sensitive so they have a real hand-drawn feel. Use this app to take notes at a conference or lecture, sketching your ideas on an infinite number of notepad pages. Your iDrafts can be sent to colleagues as an image or a PDF file.
	<b>Adobe Ideas</b>	Adobe ideas is a digital sketchbook which allows you to capture your ideas on the go. The app is also a vector-based drawing tool, allowing you to use a photograph as a layer – it can then analyse the image and develop a color scheme based on the image, which you then use to sketch/design over or around the base image.
	<b>eClicker</b>	eClicker allows students to provide real time responses to true/false, multiple choice, opinion, rating style questions posed by a teacher (or student) using eClicker Host. Data can then be analysed and discussed immediately, providing students with instant feedback.
	<b>Idea Sketch</b>	Idea Sketch lets you draw Mind Maps, concept maps and flow charts, and convert these into text outlines (and vice versa). The ideal app for brainstorming ideas, illustrating concepts, making lists and outlines, planning presentations and more.




## Selected apps

Creativity/ Multimedia apps		What can you use it for?
	<b>Pages</b>	Pages is a fully featured word processor and page layout tool. Perfect for creating rich documents, such as book reports, school projects, advertising brochures, concert posters, invitations, etc. Pages allows you to edit and save your documents in MS Word format or as a PDF, making sharing a breeze.
	<b>Keynote</b>	Keynote helps you to create stunning slideshow presentations. Build a portable slide presentation to share with others on the plight of refugees, or perhaps take a look at issues of global poverty – grabbing images from news apps or websites on the iPad, or create animated graphs and charts from data you have researched. Keynote can read and edit PowerPoint files, and slides can be exported as PDF files for printing.
	<b>Numbers</b>	Numbers is a fully featured spreadsheet tool, with everything you need to organise data, perform calculations and manage lists. Numbers also allows your charts and data to share the screen with text blocks and images to create compelling data-driven packages.
	<b>ReelDirector</b>	A complete video editor for the iPad. Create digital stories from still and moving images, including titles, transitions, and “Ken Burns” pan and zoom effects on images.
	<b>Caster Free</b>	Create and publish podcasts directly from your iPad with Caster Free. Multitrack audio editing, cut, copy, paste functions. Gather vox pops on a school excursion, and edit the podcast together on the bus home!

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Selected apps






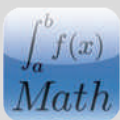
Creativity/ Multimedia apps		What can you use it for?
	Strip Designer	Turn your photos into entertaining comic strips. Add text balloons and boxes to your pictures. Give your photos a hand-drawn effect to make them look like a real comic book.
	Puppet Pals	Pick some actors and backgrounds, drag them onto the stage, and hit record. Your movements and audio are recorded in real time for playback later.
	PhotoPad by Zagg	Photo editing with a swipe of your finger. Crop, rotate, scale, edit effects such as, hue and saturation, etc.



## Selected apps

Arts apps		What can you use it for?
	<b>Pro Keys</b>	Pro Keys is a multi-instrumental polyphonic keyboard and drum pad. Tracks can be played and recorded, a vocal track can be recorded at the same time – perfect for budding singer/songwriters. A mirrored keyboard mode means two musicians sitting on opposite sides of the iPad can make music together.
	<b>Six Strings</b>	Play electric and acoustic guitar, ukulele, steel drum on the iPad. Define the chords you want to play and then strum away, or pick out individual notes on the fret board. Get together with a couple of other musicians using both the Six Strings and Pro Keys apps and you have a complete band!
	<b>Jam Pad</b>	Jam Pad is a digital music maker at your fingertips. Play up to four instruments at once: piano, rhythm guitar, electric guitar, and drums! A great way to start your students journey into music making.
	<b>Groove Maker</b>	Need a DJ for a school function? Look no further; Groove Maker is the perfect app for creating non-stop electronic, dance and hip-hop tracks in realtime. Look and sound like a professional DJ by combining the 120 or so loops into a wall of sound.
	<b>Beatwave</b>	Visually exciting music generator. Tap out a pattern on the screen and beatwave turns it into a looping musical piece.
	<b>Rj Voyager</b>	Techno drum machines and dub sounds feature in Reality Jockey(RJ)'s Voyager app. Drop in sound modules then manipulate the sounds in the liquid environment of the Voyager interface.
	<b>Draw Free</b>	Sketch, draw, doodle, erase, draw on top of photographs. Simple, full screen drawing app.
	<b>Draw</b>	Draw is a simple to use app for sketching your ideas. It also has a couple of cool collaborative drawing-based games. You can also connect with other Draw users via bluetooth to work on sketches or games together.





## Selected apps

Mathematics apps	What can you use it for?
	<b>Quick Graph</b> Quick Graph is a powerful graphic calculator which takes full advantage of the multi-touch display on the iPad. Equations can be entered and edited easily; results can graphed in 2D and 3D in all standard coordinate systems. Results can be saved to the photo library or copied for use in other apps.
	<b>Pocket CAS</b> Pocket CAS allows for quick and simple editing of equations.
	<b>Math Board</b> Math Board is a great maths learning tool for students in the primary years. You can control the range of numbers you want to focus on, as well as the number of problems to solve, and even set a time limit if needed.
	<b>Graphbook</b> Graphbook is a collection of 2D, 3D and 4D interactive graphing examples. Move, pinch and rotate graphs and fractals in real time.
	<b>Jumbo Calculator</b> Jumbo calculator is great for anyone wanting the ease of use of a large buttoned calculator. Sadly you can't feel the exquisite texture of the large plastic buttons, and the solar panel doesn't actually charge it up, but otherwise it's the perfect calculator for adding, subtracting, dividing and multiplying.
	<b>Math Ref</b> Math Ref is a mathematical reference app that includes over 1300 helpful formulas, figures, tips and examples of the equations and concepts.





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## Selected apps

Mathematics apps		What can you use it for?
	<b>Polldaddy</b>	Data gathering and statistical analysis has never been so easy. Design and create polls and surveys on the Polldaddy website, then access your surveys via the app and take to the streets (or the schoolyard) to gather responses. Sync your data to the website on your return and analyse the resultant data in a number of ways.
	<b>Wolfram Alpha</b>	Wolfram Alpha is described as a computational knowledge engine particularly useful with mathematical and scientific information, but is also a great starting point for research into all sorts of things – historical figures, visions, etc. Ask Wolfram a mathematical, statistical, socioeconomic, physical, chemical, linguistic question, and it will compute an answer.
English apps		What can you use it for?
	<b>iBooks</b>	The iBooks app is a digital book viewer. Download books from the iBook store (there are thousands of free, classic books available, and thousands more paid books coming soon to the virtual bookstore). The pages of virtual books can be turned with the flick of a finger, text can be highlighted and a definition checked, text can be read via the inbuilt accessibility features.
	<b>Dictionary</b>	The Dictionary.com app contains a fully featured dictionary and thesaurus, as well as a random word of the day.

## Selected apps

Science apps		What can you use it for?
	<b>Planets</b>	A 3D guide to the solar system for aspiring astronomers. 3D renderings of the planets, shows rise and set times, moon phases, etc. 2D view of the constellations and planets. Information on the planets e.g. weight, atmosphere, etc.
	<b>SPARKvue</b>	SPARKvue brings real-time measurement, data visualisation, and analysis to the iPad. The SPARKvue app uses the internal accelerometer in the iPad to record and graph acceleration. The app can be extended to use PASCO sensors (via a bluetooth link) to record a wide variety of scientific data.
	<b>Brain Pop</b>	Learn something new each day with the Brain Pop movie of the day. Watch the daily animation on topics such as science, health or technology, and then work your way through an interactive quiz.
	<b>Google Earth</b>	Hold the world in the palm of your hand. With Google Earth you can fly to and explore the far corners of the earth with a swipe of your fingers. High quality satellite and aerial imagery of over half of the populated areas of the planet.
	<b>Molecules</b>	Molecules is an app for viewing 3D renderings of molecules and manipulating them using your fingers.
	<b>Star Walk</b>	Star Walk is your personal planetarium. Hold your iPad up to the night sky and the internal accelerometer and compass will show you the names of the constellations and planets that you see in front of you.
	<b>Touch Physics</b>	Touch Physics HD is a collection of 49 hand drawn levels of interactive physics-based games to play.